

GAME BOY ADVANCE

INSTRUCTION BOOKLET

AGB-BENE-USA

TM

ERAGON

GIL' E AD



SIERRA

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**



## **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.



## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.**

#### **IMPORTANT LEGAL INFORMATION**

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

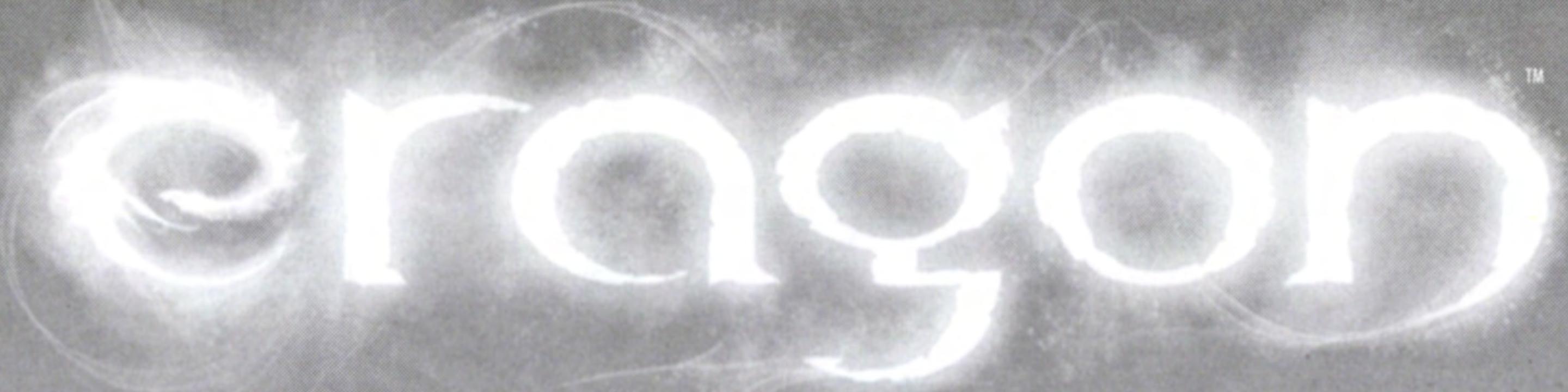
This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.



LICENSED BY

**Nintendo®**

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

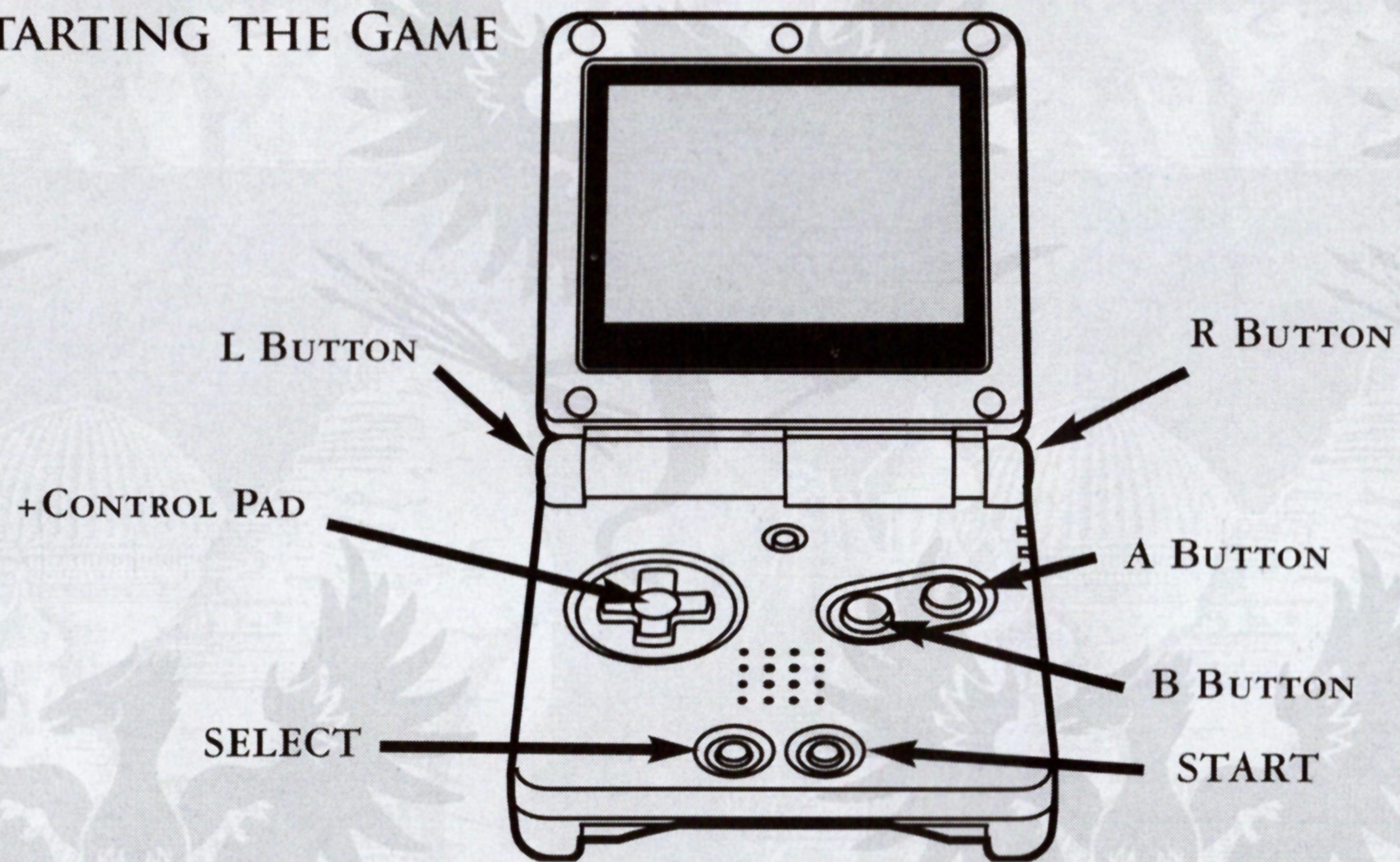


## TABLE OF CONTENTS

STARTING THE GAME.....	2
CONTROLS.....	3
INTRODUCTION.....	4
GETTING STARTED .....	4
OPTION MENU .....	5
PLAYING THE GAME.....	6-8
PAUSE MENU.....	9
PARTY MENU .....	10
EQUIPMENT MENU .....	11
FOCUS MENU .....	12
CRAFTING .....	12-13
CUSTOMER SUPPORT .....	14
CREDITS .....	15
LICENSE AGREEMENT .....	16

Eragon™ & © 2006 Twentieth Century Fox Film Corporation. All rights reserved. Twentieth Century Fox, Eragon and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Vivendi Games and the Vivendi Games logo are trademarks of Vivendi Games, Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners.

## STARTING THE GAME



### *Menu Controls*

Start Game/Pause/Return to Game  
Highlight Menu Selection  
Confirm Selection  
Return to previous screen

START  
+Control Pad  
A Button  
B Button

# CONTROLS

## CONTROLS – DUNGEON / OVERWORLD



*+Control Pad* - Move Eragon / Arya in eight directions on the playfield



*A Button* - Interact / Talk. Interact with objects and people



*B Button* - Hold down to run



*L Button* - Not used



*R Button* - Pauses the game and displays the menu screen

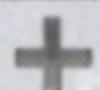


*START* - Pauses the game and displays the menu screen



*SELECT* - Mind Link with Saphira (when available)

## CONTROLS – COMBAT MODE / MENUS



*+Control Pad* - Scroll through character and menu selection

## USE THE A AND B BUTTONS TO CHAIN ATTACKS AND UNLEASH SPECIAL MOVES



*A Button* - Light Attack / Dodge / Choose menu selection



*B Button* - Heavy Attack / Block / Back out of menu selection



*L Button* - Not used



*R Button* - Bring up Combat Menu selection



*START* - Bring up Combat Menu selection



*SELECT* - Not used

# INTRODUCTION

The fate of a young, unsuspecting farm boy changes forever when he discovers a dragon egg in the deep forests of the Spine Mountains. When the dragon Saphira hatches, their destinies unite. Eragon is thrust into a new and dangerous world where enemies lurk at every turn, intent on destroying him before he can take hold of his legacy. Lead Eragon and Saphira down the path of destiny. Help Eragon become...a **DRAGON RIDER.**

## GETTING STARTED

### TITLE SCREEN

Insert the *Eragon* Game Pak into the Game Boy® Advance and turn on the system. Press START on the Title Screen to begin the game.

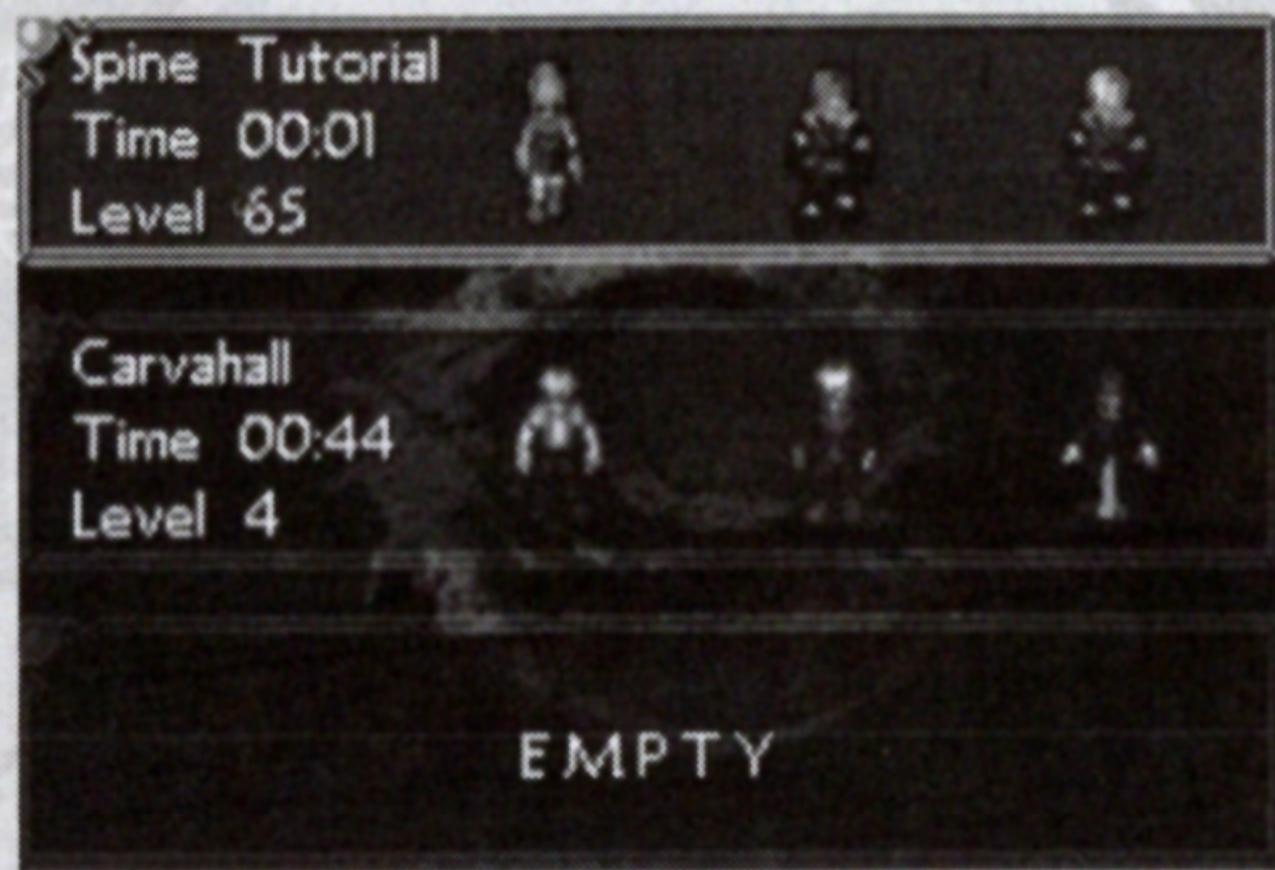
### MAIN MENU SCREEN

To select one of these options, press Up or Down on the +Control Pad and press the A Button:

**NEW GAME:** Start a NEW GAME

**CONTINUE:** Choose a previously SAVED GAME to play

**OPTIONS:** Go to the OPTIONS menu



#### **TO CONTINUE A PREVIOUSLY SAVED GAME:**

---

1. Use the +Control Pad to highlight the slot of a previously saved game.
2. Press the A Button to select your previous game.

## **OPTION MENU**

#### **TO ADJUST GAME OPTIONS**

---

1. To adjust the music volume, highlight the Music Volume option by using the +Control Pad. Once highlighted, press the L Button to decrease the music's volume or the R Button to increase the volume.
2. To adjust the sound effect volume, highlight the SFX Volume option by using the +Control Pad. Once highlighted, press the L Button to decrease the music's volume or the R Button to increase the volume. The slider will adjust accordingly.
3. To adjust the screen brightness, highlight the Gamma option by using the +Control Pad. Once highlighted, press the A Button to toggle between Normal and Bright settings.
4. To return to the Main Menu, press the B Button.

# PLAYING THE GAME

## COMBAT MODE

Running into an enemy in the *Overworld* will bring up **Combat Mode**. Party members' health meters appear at the top of the screen. When a character's turn comes up, they step forward ready to attack.

Use the **+Control Pad** to select an enemy target and press the **A Button** or **B Button** to initiate **Melee** or **Ranged Combat**, or press the **R Button** to bring up the **Combat Menu**.



### ATTACK (MELEE AND RANGED COMBAT)

- The “**Time Unit**” system allows party members to attack multiple times every round and chain attacks together into devastating special attacks. Characters can earn additional time units as they progress through the game.
- After selecting an enemy target, the moment either the A or B Button is pressed, the character's Time Units appear at the top of the screen. Once the **Time Units** are filled with Light (**A Button**) and Heavy (**B Button**) Attacks, the character will execute the series of attacks. Certain combinations of Light and Heavy attacks will unleash Special Attacks.
- Each character has a melee or ranged weapon type specific to that character. As the characters level up, they learn special attacks unique to those weapons.

- The enemies are positioned in ranks. Melee weapons can only hit the front rank, but many characters can choose to use a bow that will allow them to hit either the front or the back rank. Players can customize their combat style and develop new tactics.



## MAGIC COMBAT

---

- For characters that can use magic, choose Magic from the Combat Menu, then select an enemy or ally target with the +Control Pad to bring up the Radial Magic Menu. Choosing an enemy target will bring up attack spells only, while choosing an ally target will bring up support spells only.
- The Radial Magic Menu allows for quick navigation of the variety of available spells. After selecting a target and pressing the A Button, hold the +Control Pad in the direction of the desired class of spell and press the A Button to select. This will bring up the Magic Strength Meter. Press the A Button to release the spell at the desired Magic Strength.
- The Magic Strength Meter makes it challenging to cast a spell at a specific power level until the character is an experienced magic user.
- Health is directly tied to the spell's strength; the more health that is used to cast the spell, the greater effect the spell has. Conversely, the greater strength of the spell, the more health is drained from the character.

## USE ITEM

---

- To access an item, select Use Item and use the +Control Pad to select one of the party members. Then, press the A Button to bring up a menu and use the +Control Pad to select a consumable item. Press the A Button to use that item on the selected character.

## RETREAT

---

- In some battles, the party can retreat from combat. However, there are certain encounters in which retreat is not an option.

## REST

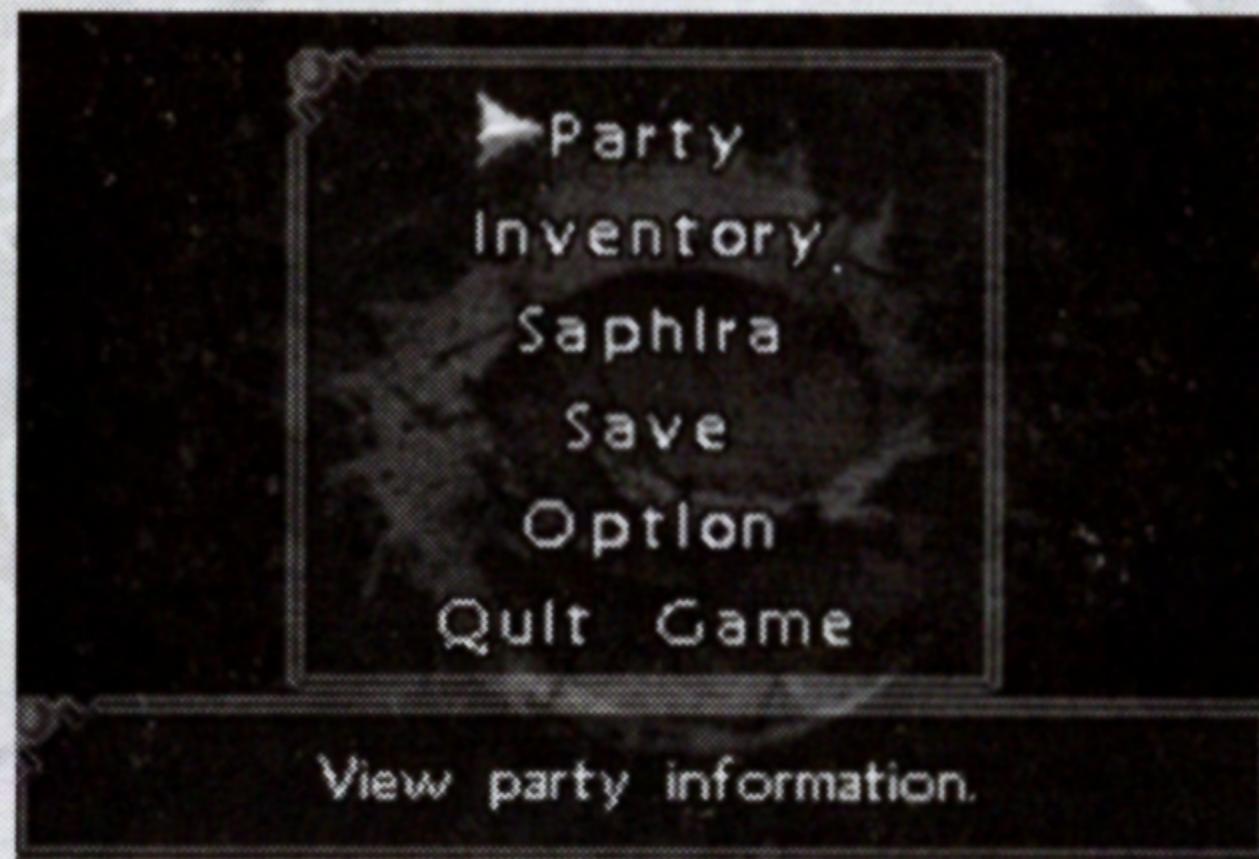
---

- The player can end a character's turn by choosing to rest. Resting will increase the player's defense for the next attack and regenerate some health.

## DEFENDING

---

- During the enemy's turn, the player is not powerless. With good timing, the player can block or dodge incoming enemy attacks to reduce the amount of damage taken. Press the B Button at the moment of impact to block melee attacks. Press the A Button at the moment of impact to dodge ranged and magic attacks.



## PAUSE MENU

To select one of these options, press Up or Down on the +Control Pad and press the A Button. Use the B Button to return to the game.

***Party*** – View party information

***Inventory*** – View inventory information

***Saphira*** – Mind Link with Saphira (when available) to receive valuable info

***Save*** – Save your game

***Option*** – Change game options

***Quit Game*** – Quit the game

	Eragon	Hunting	
	HP	Level 9	
	XP	Gold: 686	
	Roran	Endurance	
	HP	Level 9	
	XP		
	Katrina	Weapon	
	HP	Level 8	
	XP		

## PARTY MENU

Press Up or Down on the +Control Pad and press the A Button to view info on one of these options.

*Equipment* – View party information

*Focus* – View and change the character's current focus levels and bonuses

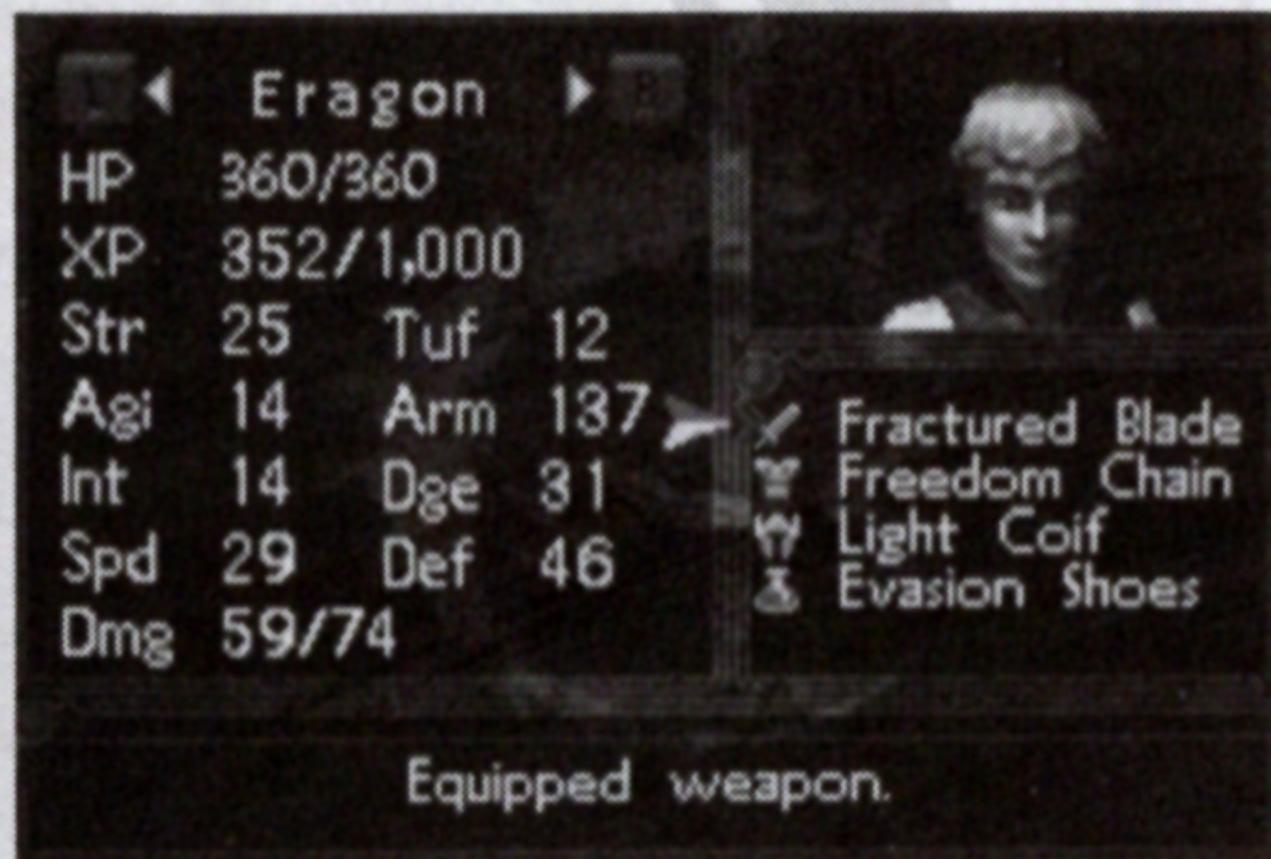
*Abilities* – View character's Special Attack Combos and Learned Spells



## EQUIPMENT MENU

Use the +Control Pad and press the A Button to view the character's items that can be equipped as a weapon, armor, helmet or item. Press the L Button or R Button to scroll through the other party member's equipment menus. Also listed are the character's current attribute points. Equipping different items will alter the character's attribute points.

- ***HP – Health Points*** – The current and maximum HP
- ***XP – Experience Points*** – The current and total XP needed until the character levels up
- ***Str – Strength*** – Increases the damage the character does to enemies
- ***Agi – Agility*** – Increases the chance to make an enemy's attack miss and character's attack hit
- ***Int – Intelligence*** – Increases the power of cast spells and decreases damage taken from spells
- ***Spd – Speed*** – Increases the rate of a character's turn to attack and chance to flee
- ***Tuf – Toughness*** – Adds points to the character's maximum HP
- ***Arm – Armor*** – Decreases the amount of physical damage taken
- ***Dge – Dodge*** – Increases the reduction of damage after a successful dodge
- ***Def – Defense*** – Increases the reduction of damage after a successful block
- ***Dmg – Damage*** – Range of damage the character will yield



## FOCUS MENU

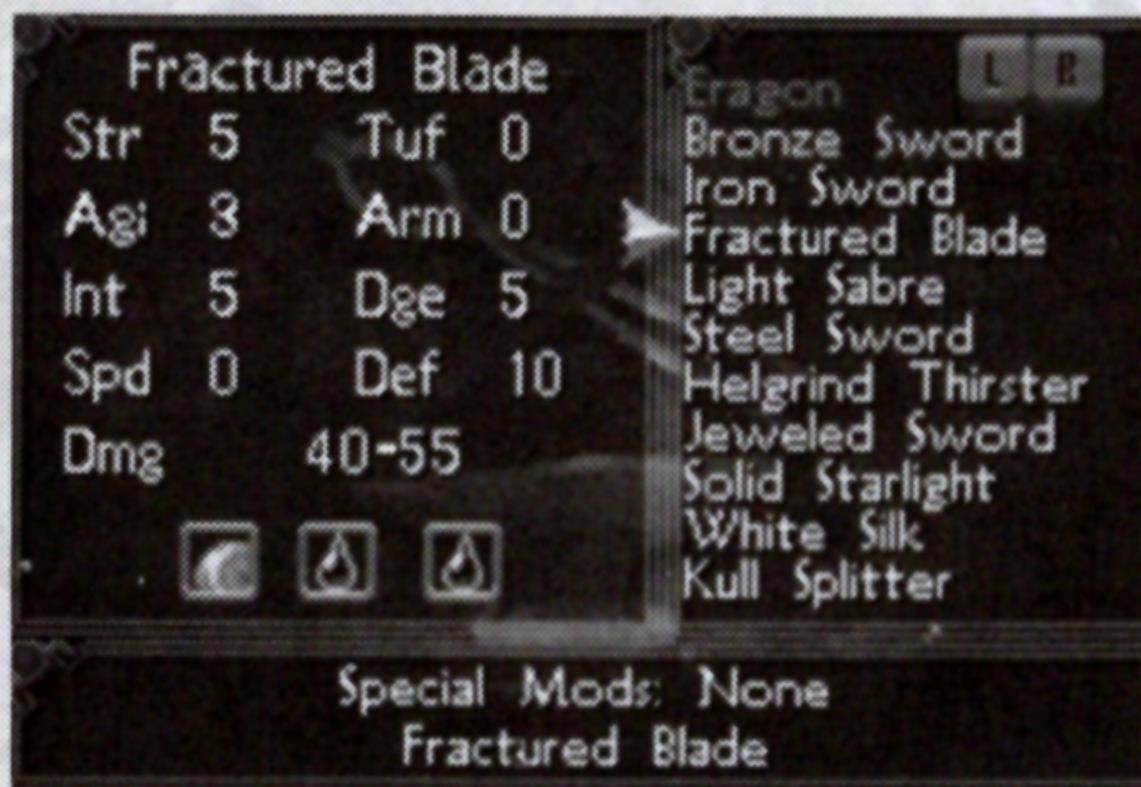
### FOCUSSES

---

- There are 5 paths that characters can take with their level progression. These paths are called Focuses. They are Magic, Herbal, Weapon, Endurance and Hunting. Each has a different impact on the character as they level up.
- Some characters cannot Focus on certain things. For example, Katrina cannot focus on Magic, and Roran cannot focus on Hunting. However, Eragon can focus on anything; the player can build Eragon's character any way they like.
- Every focus allows the player access to special areas within the maps or special encounters. This encourages the player who wants to find everything to level up and make a diverse party.
- Characters can change focus and begin to level up a new focus. Each focus can reach level 100. However, this takes a considerable amount of work.

## CRAFTING

By visiting a blacksmith, players can modify their weapons through sharpening and applying magical oils to the blade. Characters that are focused on Herbal skills can visit an Herbalist to craft potions from minerals, berries and leaves that they find while traveling the land.

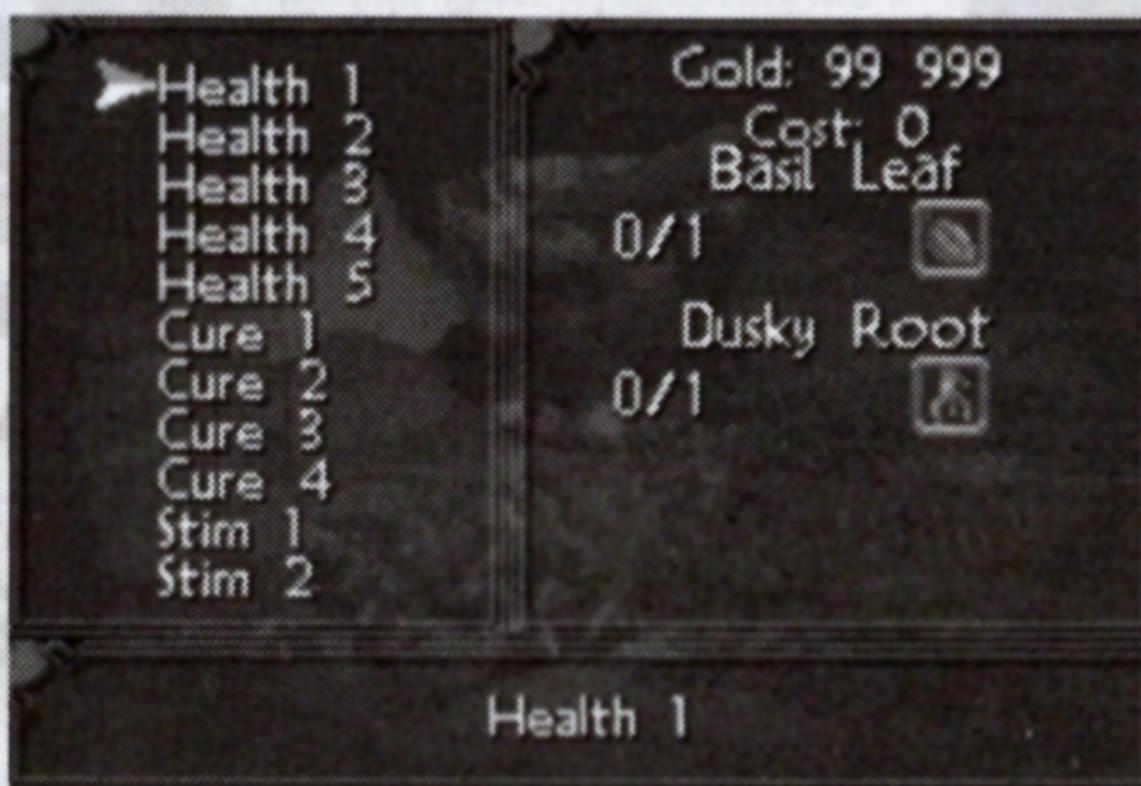


## MODIFYING WEAPONS

- The player finds oils and sharpening stones throughout the game that they can use to customize their weapons by changing the weapon's statistics. Certain oils can grant more defense, while some can give more speed or cause the blade to do more damage.

## CREATING POTIONS

- If the player has a character in their party with levels in the Herbal focus, they can find herbs on the maps and craft beneficial potions with them. In this way, an Herbal-focused character can act as a healer for the party, even though they do not have magic.



## RARE CRAFTING ITEMS

- The game is populated with many very rare crafting items that offer huge advantages when applied to a weapon or turned into a potion. These rare crafting items are the player's reward for exploring side quests.

# WIN FREE GAMES!

*Register your game online and be automatically entered into our drawing.*

**By registering, you'll also get these great benefits:**

- Stay informed about the latest updates to your games
- Get our newsletter featuring strategies and sneak peaks on the hottest upcoming games
- Get exclusive discounts at the Vivendi Games Store

*Don't wait! Register now at  
**<https://reg.vugames.com/>***

## CUSTOMER SUPPORT

---

### TECHNICAL SUPPORT

Phone: (800) 630-0811  
10:00 AM – 8:00 PM, M-F (EST)

---

### INTERNET

<http://support.vugames.com>

---

### CUSTOMER SERVICE

Phone: (800) 757-7707  
10:00 AM – 8:00 PM, M-F (EST)

---

### MAIL

VU Games  
4247 South Minnewawa Avenue  
Fresno, CA 93725

# CREDITS

## AMAZE

### ENTERTAINMENT

#### Executive Producers

Dan Elenbaas  
David Mann

#### Executive Studio Director

Steve Ettinger

#### Associate Producer

Sean Epperson

#### Lead Programmer

Michael Dorgan

#### Art Lead

Kevin Chung

#### Designer

Robin Vincent

#### Programmers

Jon Martin  
John Copic

#### Additional Programming

Taron Millet  
Kevin Wallace  
Kevin Wright

#### Additional Design

Kelly Toyama  
Kim Guttman  
Joel McCone

#### Background Art

Derek McCaughan  
Paul Marshal

#### Character Modeling and Animation

Scott Warren  
Becky Kosuge

#### Writer

Michael Humes  
Robin Vincent

#### Music Composition

Ian Stocker  
Steven Velema

#### Audio Production

Joseph Graves

#### Additional Art

Scott Brothers  
Mark Ferrari  
Tim Gillette  
Eli Heuer  
Adam Houghton  
Kris Durrschmidt

#### Testing Lead

Joel McCone

#### Software Testers

Jason Langer  
Zach Prewitt  
Rebecca Davis  
Alan Heller

#### Technical Director

Doug Schilling

#### Art Director

Randy Briley

#### Senior Environmental Artist

Mike Wilcox

#### Design Director

J.C. Connors

#### Development Manager

Michelle Gingrich

#### Creative Director

Phil Trumbo

#### Director of Development Services

Jack Brummet

#### Director of Operations and Finance

Mike Dean

#### Director of Marketing

Curtis Asplund

#### Special Thanks to:

Amaze Operations  
Stephanie Card  
Susan DeMerit  
Stephanie Hjertager  
Christian Kimball  
Matt McIntire  
Paul Stokes

#### Additional Thanks

Mike Platteter  
Nicholas Jacobson  
Sebastian Kienzl  
Martin Korth  
Dustin Cartwright  
Christopher Harrold

#### Special Thanks to:

Elie Dekel  
Luke Letizia  
Jamie Samson  
Erik Larson  
Kate Carlyle  
Hedy Charney  
Laura Howe  
Kate McColgan  
Gail Harrison  
Janie Freedman  
Rodney Ferrell  
Nick D'Angelo

# **License Agreement**

This software program, any printed materials, any online or electronic documentation (the “Program”) are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below (“License”). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

## **END USER LICENSE AGREEMENT**

1. **Limited Use License.** VU Games, Inc. (“VUG”) hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on Nintendo Game Boy® Advance game system.
2. **Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and “applets” incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG’s licensors may act to protect their rights in the event of any violation of this Agreement.
3. **Responsibilities of End User.**
  - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.

- B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
- 4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- 5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
- 6. Limited Warranty. VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the Game Pak(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective Game Pak shall be to give You a replacement Game Pak. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- 7. Limitation of Liability. NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY

AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. **Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
9. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

**Mail: Vivendi Universal Games  
Attn: Warranty Processing  
4247 S. Minnewawa Ave., Fresno, CA 93725**



ERAGONGAME.COM  
ERAGONMOVIE.COM



Eragon™ & ©2006 Twentieth Century Fox Films Corporation. All rights reserved. Twentieth Century Fox, Eragon and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Certain technology © 2006 Amaze Entertainment, Inc. Amaze Entertainment and the Amaze Entertainment logo are registered trademarks of Amaze Entertainment, Inc. in the United States and/or other countries. All other trademarks are property of their respective owners.

Vivendi Games  
4247 South Minnewawa Ave.  
Fresno, CA 93725

7243410

PRINTED IN USA